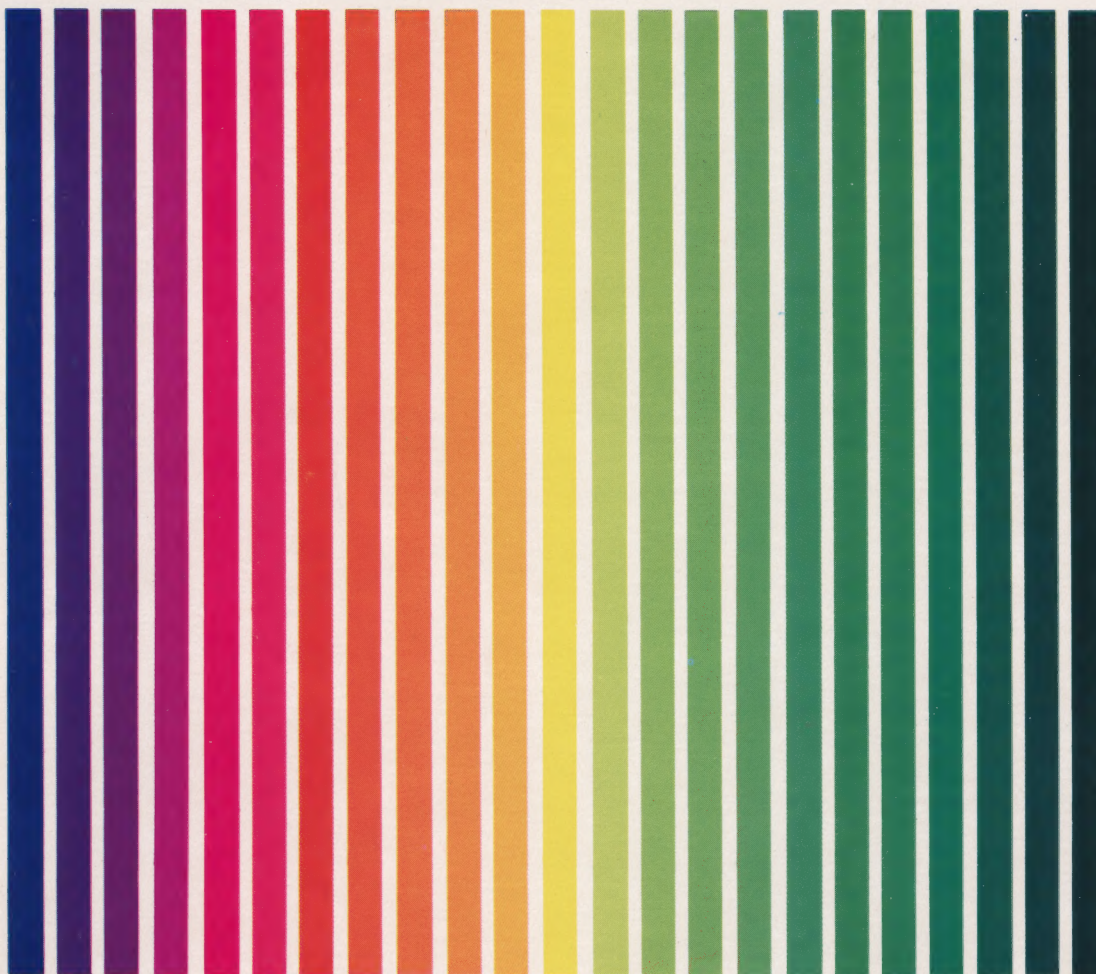


APX ATARI® PROGRAM EXCHANGE



Bruce Frumker

MEMORY MATCH

Match pairs of hidden objects
1-4 players (ages 6 and up)

Cassette: 16K (APX-10070)

Diskette: 24K (APX-20070)

Edition B

User-Written Software for ATARI Home Computers

Bruce Frumker

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by

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Program and Manual Contents © 1981 Bruce Frumker

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INTRODUCTION

OVERVIEW

MEMORY MATCH is a challenging version of the popular memory game in which you try to match pairs of hidden objects. In this version, one to four players face 42 boxes with 21 pairs of randomly hidden objects to match. You may choose from four kinds of memory challenges. You can select pictures, such as airplanes, boats, houses, space creatures, and rabbits. Or, you can select the ATARI computer graphic symbols, which can differ, for example, in whether they're facing left or right; up, down, or diagonally; or are in normal or inverse video mode. You can also choose single letters, or three-letter words, which pose yet another challenge since many words rhyme or sound alike, such as "two" and "too" and "hat" and "hot". You enter your pair of guesses either via the keyboard or with a joystick controller. In the solitaire version, the program keeps track of the number of turns you take to match all the pairs. In the two- to four-player versions, the program keeps track of how many pairs each player matches; the winner is the one with the most matches when all the pairs have been discovered.

REQUIRED ACCESSORIES

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

ATARI BASIC Language Cartridge

OPTIONAL ACCESSORIES

One ATARI Joystick Controller per player

CONTACTING THE AUTHOR

Users wishing to contact the author about MEMORY MATCH may write to him at:

3025 Lincoln Boulevard
Cleveland Heights, Ohio 44118

or call him at:

216/321-6749

GETTING STARTED

LOADING MEMORY MATCH INTO COMPUTER MEMORY

1. If you plan to play MEMORY MATCH using Joystick Controllers, insert one controller per player in the controller jacks of your computer console, starting with the first jack.

2. Insert the ATARI BASIC Language Cartridge in the slot of your computer.

3. If you have the cassette version of MEMORY MATCH:

a. Turn on your TV set.

b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.

c. Slide the MEMORY MATCH cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.

e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen will appear on your TV screen.

If you have the diskette version of MEMORY MATCH:

a. Turn on your disk drive.

b. When the BUSY light goes out, open the disk drive door and insert the MEMORY MATCH diskette with the label in the lower right-hand corner nearest to you. Close the door.

c. Turn on your computer and TV set. MEMORY MATCH will load automatically into computer memory and start.

THE FIRST DISPLAY SCREEN

The title, author, and copyright information displays for about 10 seconds, followed by the program prompts for entering the number and names of players, the method of input, and the kind of memory challenge.

SELECTING GAME OPTIONS

The program first asks you how many players will be playing:

HOW MANY PLAYERS?

Type in a number between one and four and press the RETURN key.

Next, the program asks you to type in the name of each player:

WHAT ARE YOUR NAMES.....

PLAYER 1?

Type in each name, up to eight characters, as the prompt displays for that player and press the RETURN key.

Then the program asks you whether you'll be using joysticks or the numbers in the top row of the computer keyboard:

DO YOU WANT TO USE JOYSTICKS?

To use the joysticks, type the letter "Y" (for "yes") and press the RETURN key. To use the keyboard, type an "N" (for "no") and press the RETURN key.

The last prompt asks you to select the kind of memory challenge you prefer:

PRESS SELECT FOR GAME CHOICE
PRESS START TO BEGIN.....

When you press the SELECT key, the first kind of memory challenge displays next to this prompt. Keep pressing the SELECT key until the kind you want to play appears. You may choose any of these memory challenges:

PICTURES
WORDS--three-letters each
LETTERS--single alphabetic letters
SYMBOLS--ATARI computer graphics characters

Then press the START key. While the program is creating the grid, it briefly displays a message about which player should use which joystick. Then it automatically displays the playing and scoreboard area and indicates whose turn it is.

PLAYING MEMORY MATCH

THE GAME DISPLAY SCREEN

The memory match grid and scoreboard area look roughly as follows. (The example shows a two-player game. Two- to four-player games display scores in the scoreboard area, whereas a one-player game displays turns rather than scores.)

| | |
|------------------------|----------|
| ----- | |
| 1 2 3 4 5 6 | SCORES |
| ----- | |
| 7 8 9 10 11 12 | ----- |
| ----- | BOB |
| 13 14 15 16 17 18 | 0 |
| ----- | ----- |
| 19 20 21 22 23 24 | JENNIFER |
| ----- | 0 |
| 25 26 27 28 29 30 | ----- |
| ----- | |
| 31 32 33 34 35 36 | |
| ----- | |
| 37 38 39 40 41 42 | |
| ----- | |

IT'S BOB'S TURN.

SELECT A BOX.....

Figure 1 Game Grid and Scoreboard

GAME PLAY

Behind each box is a randomly hidden picture, letter, word, or graphic symbol, depending on the variation you chose. If you selected to play with a joystick, hold it with the red trigger button at your upper left, toward the TV screen. For the joystick version, a cursor, which is a different color for each player, lights up box 1. Each player's turn begins in this location, thus avoiding any unfair advantage. Move your joystick forward, backward, to the left, or to the right to position the cursor on the box you want to look into and then press the red trigger button. (If you come to the end of a row, the cursor will wrap around to the beginning of the row.) The box contents will display. Then move to your second box and press the trigger button again. The contents of the second box will also display. If you've found a match, the boxes clear out, the program adds a point to your score, and you earn another turn. If you haven't found a match, the box contents disappear under their respective numbers and your turn ends.

If you're entering your guesses from the number keys on the keyboard, no cursor color displays. Simply type in your numbers, pressing the RETURN key after each guess. The game proceeds as described above.

Because going first in MEMORY MATCH is a disadvantage, the previous winner always goes first in the next round, just to help even things out.

SCORING

The game ends when all pairs have been found, clearing the grid. Each pair a player discovers earns him or her one point. The winner is the player with the most points. In the solitaire version, the scoreboard displays the number of turns you take to find all pairs. Can you clear the board in less than fifty turns?

RESTARTING OR REPLAYING MEMORY MATCH

At the end of the game, the program asks you whether you want to play another round. If you do, type "Y" and press the RETURN key. You can then select the kind of memory challenge you want with the SELECT key and start another round by pressing the START key. (If you want to change the number and/or names of the players, instead of answering the prompt with a "Y", press the SYSTEM RESET key. If you don't want to play more rounds, type "N" in response to the prompt, remove MEMORY MATCH, and turn off your computer.

You can also interrupt a game in progress at any time and start over. If you're playing with a joystick, press the START key to do so. If you're using the keyboard, press the letter "S" and the RETURN key.

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We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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{seal here}